

The Vidiots' SCOREBOARD

A MONTHLY PUBLICATION BY THE VIDIOTS

Volume Six Number One

Issue 26

NINJA 外伝
GAIDEN

The Dark S...
of
chaos



"THE VIDIOTS' SCOREBOARD"

Volume Six

Number One

Issue 26

August 1990

Produced and published by "The Vidiots" with the aid of "The Newsroom" Apple II version (1987) Springboard Software and Apple IIs computers.

Welcome to issue 26 of the Scoreboard, Vidiots, the first issue of Volume 6. We've got a hold of a really hot new game: Ninja Gaiden II: The Dark Sword of Chaos. We'll also take a look at Strider (at last) and Cobra Triangle. Well, it looks like the turtles' dynasty has finally ended. 4 months at the top is still a record though... Super Mario 3 is still getting lots of attention as we work at beating it without warping and we look for the third and final Warp Whistle. Not much other news to report. But we still need more input from our members... and soon! We're low on games to review... so till next month...

Tony "The Master Link" Morse,
Vidiots' President.

JORDAN vs. BIRD: One on One

N.E.S. VERSION BY MILTON BRADLEY
By Tony "The Master Link" Morse

Milton Bradley can make board games but not video games. Its only good one is the NES version of Marble Madness. This one really is disappointing. You, as Jordan or Bird, can play Slam Dunk Contest, 3 point contest or straight one on one basketball. The graphics are no good, the music is repetative, and controlling your players is horribly difficult. Even the most diehard basketball fans will have trouble liking this one. You NES owners who are looking for a good B-Ball game: keep looking.

COBRA TRIANGLE

N.E.S. VERSION BY NINTENDO
by Tony "The Master Link" Morse

This game is nowhere near being made by Nintendo. It is not the action-adventure game Nintendo Power wants you to think it is. It is only a rip-off of R.C. Pro-Am using boats instead of cars. There are a few variations, like a round in which you must pick up & dispose of mines, but it is not a fun game. It is hard to control and the graphics and music are nothing at all to be proud of. This game also has some incredibly difficult maneuvers and some impossible enemies, like indestructable whirlpools that spell instant death. Stay away from the Cobra Triangle.

SUPER C

N.E.S. VERSION BY KONAMI
by Tony "The Master Link" Morse

Yes, a sequel that's awesome again. Super C, sequel to Contra, is one fantastic game. Much more challenging (and not just because the 30 life code is only 10 and changed to right-left-down-up-A-B). There are more obstacles, devastating bosses, and fierce enemies. The Aliens are back and they're Super C-rious (bad pun, I know) about conquering earth. They're not about to give up a 2nd time unless you and a friend can blast your way through 8 horizontal and vertical stages of enemy terrain. The graphics are rad and sound is great. A must for all Contra fans.

STRIDER

N.E.S. VERSION BY CAPCOM
by Tony "The Master Link" Morse

I honestly do not know what all the fuss has been about Strider. It is a game with only moderately good graphics and difficult play control and, in my opinion, is no fun at all. You just search around for items, use strange weapons, and try to rescue Kane. Capcom definately did not live up to my expectations on this game. To tell the truth, I just could not get into this game. I found it boring and repetative. If you're considering buying Strider, like I once was, make sure you get someone to let you borrow it or rent it. If you like it, great. Just make sure you do.

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VIDIOTS' SCOREBOARD
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NINJA GAIDEN

The Dark Sword of Chaos

N.E.S. VERSION BY TECMO
By Tony "The Master Link" Morse

All of us here at the Vidiots were very surprised that this game had been released so soon. But it was, and we got it. Ninja Gaiden II: The Dark Sword of Chaos is a fantastic game. It is one year after you, as Ninja Ryu, have freed the world from the threat of destruction at the hands of the Jaquio. Now, a new danger arises. Ashtar, Jaquio's true master, is prepared to conquer the earth by calling the demons from the World of Darkness with the Sword of Chaos, made from the bone of the evil demon you faced in Ninja Gaiden. The graphics and music are, if you can believe it, better. The game includes a new weapon, Fireballs, that can be hurled downward. You can use magic on walls, and you can climb straight up the walls, too. You also have the ability to make Ryu's shadows come to life to aid you. Maximum mind strength is determined by the number of scrolls you pick up, starting with 30. The invincible fire wheel now also works at your command. But the real issue is challenge, & if you can beat the original you can beat the sequel. Game play is almost identical. But if you like Ninja Gaiden and don't mind the lack of challenge, get it. \$44.99.

NOTES + NOTICES

FOUR GAMES HAVE BEEN INDUCTED into The Vidiots' Hall of Fame: Ninja Gaiden, Ultima: Exodus, Mega Man II, and the arcade version of Teenage Mutant Ninja Turtles.

CORRECTION: The so-called "fake" Bowser in Super Mario Bros. 3 CAN be killed. Anybody think of a point of having two Bowsers?

We welcome our two newest members: Peter "Koopas" Melito and Josh "Ryu" Silsby.

GAMES OF THE MONTH: JULY 1990
Video: Ninja Gaiden II by Tecmo
Computer: Trinity by Infocom

THE GUARDIAN LEGEND

N.E.S. VERSION BY BRODERBUND
by Tony "The Master Link" Morse

This is another space flight game but with a big twist: It's got an adventure hidden in it! After flying to a star base, you land and search around a labyrinth-style maze looking to unlock doors to allow passage to deeper floors to find your goal. You can also collect special weapons and items such as Power Chips to increase your weapons. This game features moderate graphics, little music and special sound effects, and can be very nerve-wracking. If you are into adventures enough to like games like Golgo 13 then you just might have enough patience for this.

THE VIDIOTS TOP 20

1. SUPER MARIO BROS. 3
2. ARCADE T.M.N.T.
3. MEGA MAN II
4. ULTIMA: EXODUS
5. ASTYANAX
6. WILLOW
7. BLADES OF STEEL
8. SUPER MARIO BROS. 2
9. NINJA GAIDEN II
10. SUPER MARIO LAND
11. SUPER C
12. FAXANADU
13. TETRIS
14. CLASH @ DEMONHEAD
15. LEGEND OF ZELDA
16. FINAL FIGHT
17. SHADOWGATE
18. MEGA MAN
19. REVENGE OF GATOR
20. NINJA GAIDEN

THE VIDIOTS HONOR ROLL

SHAWN DUMAS	SM	FINISHED
TONY MORSE	TE	148,122 163 LINES
JOSH SILSBY	NG	FINISHED
JOSH SILSBY	NI	FINISHED
TONY MORSE & NEAL MULCAHY	SC	221,840 FINISHED

SM = Super Mario Bros. 3
TE = Tetris
NG = Ninja Gaiden
NI = Ninja Gaiden II
SC = Super C

SEICROSS

N.E.S. VERSION BY FCI
by Tony "The Master Link" Morse

Why is it lately every time I say that a game is the worst one I've ever played another one comes along to prove me wrong. Seicross is probably closest to Excitebike, but you are in an outer space race track and you must try to pick up prisoners along the way. There are dozens of obstacles that will kill you if you don't watch where you're going and the other racers don't exactly prolong your life either. The graphics remind me of nothing more than Demon Sword (See iss. 25) and the 'music' is ridiculous, just like this entire game. Stick with Ultima's, FCI.

Vidiots, we here at Vidiots HQ have gotten sick and tired of Nintendo's so called "expert" video game ranking system. So, we decided to give you our ratings, based on Nintendo's own system. Tell which ones you think make more sense. Here's our key:

G/S: Graphics & Sound CTL: Play Control

CHL: Challenge T/F: Theme, Fun

RNK: All time ranking, based on Nintendo Top 30 and Vidiots' Top 100.

Games are ranked from 1 to 5, 5 being highest. Remember that on some we couldn't go higher than 5, but on others we couldn't go lower than 1, either. Nintendo's rankings are on the left, and ours are on the right.

ULTIMA (Exodus)

2.5	G/S	3.0
2.0	CTL	2.5
2.0	CHL	5.0
3.0	T/F	4.5
29	RNK	14

SUPER PITFALL

2.5	G/S	3.5
2.5	CTL	2.5
2.5	CHL	5.0
2.5	T/F	4.0
---	RNK	33

SUPER MARIO BROS. 2

4.5	G/S	4.5
4.0	CTL	3.5
5.0	CHL	2.5
5.0	T/F	4.0
1	RNK	9

SOLOMON'S KEY

3.0	G/S	3.5
3.0	CTL	4.0
3.5	CHL	5.0
4.0	T/F	3.5
84	RNK	71

MEGA MAN

3.0	G/S	4.5
3.5	CTL	4.5
3.5	CHL	4.5
3.5	T/F	4.0
13	RNK	11

FAXANADU

4.0	G/S	3.5
4.0	CTL	2.0
4.5	CHL	2.5
4.0	T/F	1.5
21	RNK	141

THE LEGEND OF ZELDA

4.0	G/S	4.0
3.5	CTL	5.0
4.0	CHL	4.5
4.0	T/F	5.0
3	RNK	1

INDIANA JONES

3.0	G/S	2.0
2.5	CTL	2.0
3.0	CHL	2.0
3.0	T/F	1.0
---	RNK	---

THE ADVENTURE OF LINK

4.0	G/S	4.5
3.5	CTL	4.0
4.5	CHL	4.0
4.0	T/F	5.0
2	RNK	

IKARI WARRIORS

3.0	G/S	1.0
3.5	CTL	2.0
3.0	CHL	2.5
3.5	T/F	1.0
88	RNK	101

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Volume Six Number Two
Issue 27

FINAL FANTASY



"THE VIDIOTS' SCOREBOARD"

Volume Six Number Two Issue 27
September 1990

Produced and published by "The Vidiots" with the aid of "The Newsroom"
Apple II version (1987) Springboard
Software and Apple IIs computers.

Welcome again, Vidiots. Issue 27's chock full of info on the newest adventure & role playing games that are available. We've got the lowdown on Nintendo's new Final Fantasy, Wizardry V by Sir Tech, and Battle of Olympus by Broderbund... and what else? Final Fight, the newest arcade game by Capcom. Big (but bad) news: Unless consumers can convince retailers that there is an Apple II market for Ultima VI, Origin will not convert it, and it won't be available for Apple. Vidiots, let's do it! We'll have more on this in Notes + Notices. Also, Arcade TMNT is coming soon to the NES! So, watch for hot games, while I remain...

Tony "The Master Link" Morse,
Vidiots' President.

WIZARDRY V:

Heart of the Maelstrom

APPLE II VERSION BY SIR TECH
by Tony "The Master Link" Morse

The latest Wizardry module, Heart of the Maelstrom is, simply put, huge! Taking up 9 disk sides, Wizardry V is an action-packed role playing adventure in which you command a party of up to 6 adventurers in the 'Maze.' You search for riches and rewards and meet face to face with creatures of fame and folklore. Also converse with NPCs and command battles with rich graphics and smooth play control, as well as some great Ninjitsu and Samurai moves. A slow starter, but you'll get into it. \$39.95.

FINAL FIGHT

ARCADE VERSION BY CAPCOM
by Tony "The Master Link" Morse

Another in a long line of Double Dragon clones? I think not. This is one of the best games I've played. Graphics and sound are superb. Fight off wonderfully realistic thugs Axel, Poison, Slash, Two F., Bull Bill and others as one of three characters to rescue your girlfriend/daughter (depending on which character you select.) Main Event-like control, with a joystick, attack and jump buttons. Some amazing weapons, like swords and crossbows, can be acquired, as well as food for energy. And you see each enemy's power as you kill him or her, not just bosses. Fantastic. \$50.

WRESTLE WAR

ARCADE VERSION BY SEGA
by Tony "The Master Link" Morse

This game takes sports action to a new dimension. It's just like television, with different camera angles to better show all the action with nothing but great close-ups. Wrestle 8 different meanies as you try to become the champion. Control's good, with countermoves determined by a power bar. Grab an opponent and attempt a move. If your power fills first, you execute it. Fail and he counters it, and vice versa. There is a limited number of moves, however. And there is a lack of "play by play" featured in so many wrestling games today. But this game is still great.

THE BATTLE OF OLYMPUS

N.E.S. VERSION BY BRODERBUND
by Tony "The Master Link" Morse

This game has been so highly recommended to me it's unreal. A Zelda II type adventure game, Battle of Olympus features good graphics, above average music and relatively complex play control. Again, this game is slow starting out, but higher levels (About the third area) quickly pick up the pace and make this game an awesome adventure. You enter your name (and your Heroine's) and start off on a quest across Greece with very authentic myths, collecting items, conversing with gods, battling evil creatures. If you are into mythology, you will worship this game.

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FINAL FANTASY

N.E.S. VERSION BY NINTENDO
by Tony "The Master Link" Morse

It's actually out early. Surprise #1. It comes without a sleeve. Surprise #2. It's one awesome game. Surprise #3. Final Fantasy is the game Nintendo played it up to be. Exactly. Although I wouldn't say it's better than Ultima: Exodus, it's pretty close. Final Fantasy is a huge game, the biggest I've yet to see for Nintendo. There are 4 (known) multi-level dungeons, 8 castle/towns, and 5 continents in this world. There are also 133 different enemies (not just different colored like in Dragon Warrior), 64 spells, 40 weapons and 40 types of armour. (Yes, I counted.) However, Nintendo helps you. You get an 84-page Explorer's Handbook, over world map, underworld map, spell chart, weapon & armor chart, and enemy chart with the game. It has battery backed memory, but unlike other battery games, only 1 game can be played at a time instead of 3. You choose from Fighter, Thief, Black Belt, Red, White, or Black Mage. These young warriors eventually reach adulthood and become Knights, Ninjas, Masters and Wizards. Red mages use some of both White and Black magic spells. Music is pretty good. This is sort of an improved Dragon Warrior with 4 party characters and splendid fight scenes with moving characters. Graphics are excellent in fights, although the overworld could be better. An awesome, near-perfect RPG.

NOTES + NOTICES

VIDIOTS, ULTIMA VI will not be released for Apple unless the consumers can convince retailers that there is an Apple II market for the game. Convince your local retailer that you want it! If Origin gets enough requests for it, they'll convert it! Until then, our third page contains some quick info direct from Origin. Special thank to Donna Whitaker, our new Origin consultant, for this info.

GAMES OF THE MONTH: AUGUST 1990
Video: Final Fantasy by Nintendo
Computer: Wizardry V by Sir Tech

Also: Cover art available: Mega Man II, Ult. 5, TMNT, SMB 3, IronSword, others.
Write to address on front for list.

TWIN EAGLE

ARCADE VERSION BY TAITO

by Aaron "King Lorik" Fossier
A totally awesome game. Basically a Tiger-Heli type game but 3,000 times better. Super realistic graphics. I mean, you'd swear you were watching television. Huge, realistic explosions accompanied by thunderous sound effects. When you kill people there's even a hint of blood. You and your chopper blast tanks, rocket launchers, other choppers and people. Pick up power up items delivered by super-sonic stealth bombers. Use your smart bombs to blast everything in your path with multiple explosions. Then comes some high speed aerial combat with jet fighters. Real tough and challenging. Play it- you'll thank me.

THE VIDIOTS TOP 20

1. NINJA GAIDEN II
2. SUPER C
3. SUPER MARIO BROS. 3
4. ULTIMA V
5. MEGA MAN II
6. T.M.N.T.-ARCADE GAME
7. NINJA GAIDEN
8. FINAL FIGHT
9. ULTIMA: EXODUS
10. DRAGON WARRIOR
11. SUPER MARIO BROS. 2
12. ASTYANAX
13. METROID
14. THE LEGEND OF ZELDA
15. ZAK McKRAKEN...
16. ULTIMA IV
17. ADVENTURE OF LINK
18. WILLOW
19. BLADES OF STEEL
20. SUPER MARIO LAND

THE VIDIOTS HONOR ROLL

TONY MORSE	AX	FINISHED
SHAWN DUMAS	DW	FINISHED
JOSH SILSEY	EO	FINISHED
JOSH SILSEY	SG	FINISHED
TONY MORSE	NG	737,000
TONY MORSE	NG	FINISHED
ALAN GIORGI	FF	FINISHED

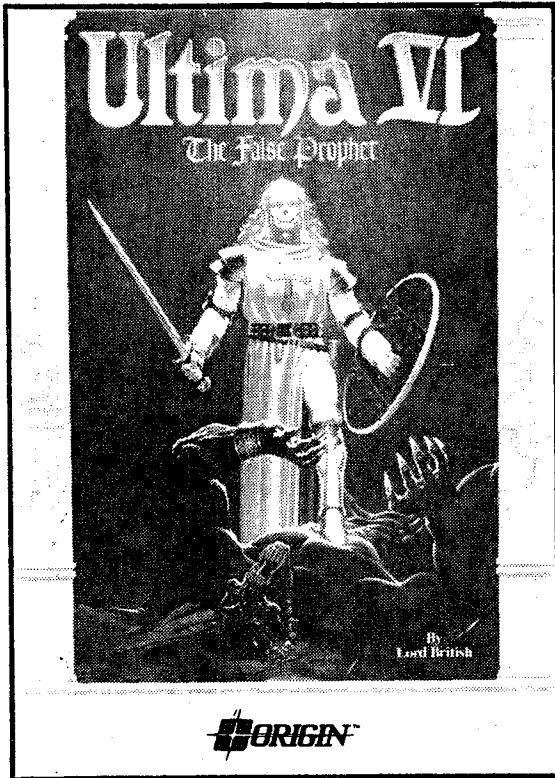
AX = Astyanax
DW = Dragon Warrior
EO = The Battle of Olympus
SG = Shadowgate
NG = Ninja Gaiden II
FF = Final Fantasy

RIVER CITY RANSOM

N.E.S. VERSION BY TECMO

by Aaron "King Lorik" Fossier
Yes, another street fighting, save your girlfriend, simultaneous play Double Dragon type game. You, as Alex or Ryan, have to beat up thugs and bosses to save your girlfriend. Kill people to collect money. Purchase things at shops to raise levels and learn techniques such as acro circus, stone hands, and javelin man. You have a choice between novice & advanced play. An easy way to obtain money is to defeat Penny & Clyde repeatedly for \$7.60. A hidden shop is somewhere, possibly under a dark bridge. After raising levels, fight through 4 floors of River City High. Someone is waiting on the roof.

Product Fact Sheet



Category	Fantasy Role-Playing
Publisher	ORIGIN™
Author	Richard "Lord British" Garriott
Compatibility	IBM/Tandy/100% compatibles.
Medium	IBM: seven 5.25" disks; four 3.5" disks.
Interface	IBM/Tandy: keyboard or mouse controllable.
Memory	IBM: 640K

Description

The award-winning, world-renowned *Ultima*® saga continues! *Ultima VI: The False Prophet*™ takes you back to Lord British's extraordinary fantasy realm for an unforgettable role-playing adventure. The action begins immediately as you, the Avatar, find yourself in the clutches of horrifying gargoyles! These evil creatures have attacked Britannia and you alone can stop them, but there's more to *Ultima VI*™ than just killing monsters. As your actions advance the story, you learn about the gargoyle race and soon realize that the invaders aren't mindlessly evil -- they're fighting to save their race and to right an ancient wrong. In *Ultima VI*™, things are not always as they appear...and evil is not so easily defined.

You can't afford to miss this one! This is the first *Ultima*® in the history of the series to be designed entirely on the IBM in order to take full advantage of VGA/MCGA 256-color graphics as well as support of all major sound boards! A special limited edition is available only from ORIGIN, Creators of Software Worlds. And don't forget to watch for "The Official Book of *Ultima*®" from ORIGIN and COMPUTE ! Books.

Features

- Hundreds of unique and interesting characters to speak with, each one capable of sophisticated interactive conversations.
- In classic *Ultima*™ fashion, there are many quests and subquests to pursue.
- Superbly crafted animation and special effects.
- Full length musical soundtrack. Supports Roland, Ad Lib, Game Blaster, Covox, Innovation, and Tandy!
- Game play is menu and icon controlled!

Support Materials Full-color cloth map, Playbook, Reference Card, and Orb of the Moon gemstone.

Retail Price \$69.95

Target Audience Fantasy role-playing enthusiasts, seasoned and novice gamers.

IBM is a registered trademark of International Business Machines. Ultima is a registered trademark of ORIGIN.

To Order: Visit your local retailer or Call 1-800-999-4939 8am to 5pm central time for Visa/MC orders; or send check or money order (U.S.\$) to Origin. Shipping is FREE via UPS. Allow 1-2 weeks for delivery: Origin Systems, Inc., P.O. Box 161750, Austin Texas 78716

The Vidiots' Scoreboard

A MONTHLY PUBLICATION BY "THE VIDIOTS"

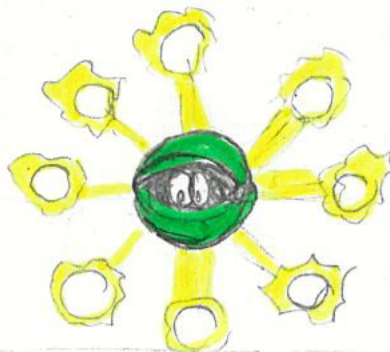
Volume 6 Number 3

Issue 28

Why I hate Mega Man
also

Featuring Origin's new
Wing leader

and the current top 100



"THE VIDIOTS' SCOREBOARD"

Volume Six Number Three Issue 28
October 1990

Produced & Published on Apple IIs
computers with The Newsroom © 1987,
Springboard Software with additional
information from Origin Systems, Inc.
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Welcome, Vidiots, to Issue 28 of the Scoreboard. Our supply of new games is extremely short, so this month The Shredder has written "Another Special Report," somewhat like the Mario 3 Mania day coverage. This one is entitled "Why I Hate Mega Man," and we're sure all you Mega Maniacs will definitely enjoy & agree with this article. No new news on Ultima VI (or VII, still in the idea stage) but our Origin consultant, Donna Whitaker, has sent more info. So, in the coming months look for maps of Ultima V's Dungeon of Doom, as well as previews of Wingleader and Worlds of Ultima: The Savage Empire. Till then, I remain:

Tony "The Master Link" Morse

Tony "The Master Link" Morse,
Vidiots' President

REVENGE OF THE GATOR

GAME BOY VERSION BY HAL AMERICA
by Tony "The Master Link" Morse

This is probably just a game made for Game Boy because it was a way to make a simple concept into a dazzling little portable game. It works. The graphics and music in this pinball game are the best I've seen for any pinball game I've played (NOTE: I haven't played Pin Bot) and there are multiple screens and rounds; so far I've counted 7. This game is based loosely on the idea of pinball eating alligators and princess saving. But it is essentially pinball, and you have to like pinball to like it. If you are one of those pinball wizards, though, you won't just like it. You'll adore it.

Q*BERT

N.E.S. VERSION BY ULTRA
by Tony "The Master Link" Morse

Yes, I finally gave in and bought it. One of my favorite arcade games, Ultra has once again struck gold. Although sound is not at all like the arcade, graphics have been updated and sounds are not bad either. Three continues allow novices to see advanced rounds, and for experts' challenges, they gave Coily a brain. A quick basic overview of Q*Bert: An orange guy with a big nose must change a pyramid to a certain color while avoiding getting conked. Green balls freeze time, green dudes change the colors back. Yes, congratulations to Ultra. You've heard that before.

MAJOR LEAGUE BASEBALL

N.E.S. VERSION BY LJN
by Shawn "The Shredder" Dumas

What could be better than a calm, relaxing game of professional baseball with you favorite teams? Well, if you are talking Major League Baseball, I could give you a list ten miles long. You get to "control" fat, faceless cartoon men around the diamond with your choice of the American or National league teams in three types of games: regular, All-Star or World Series. One of my big complaints is that 75% of the time the computer hits the ball, it's foul. The ball travels so slow that by the time you catch it, the other runner is kicking dirt in your shortstop's face. Avoid it at all costs!

THE BUGS BUNNY

CRAZY CASTLE

GAME BOY VERSION BY KEMCO/SIEKA
by Tony "The Master Link" Morse

Yes, believe it or not, I not only reviewed it but I liked it. It seems like a kid's game at first, but let's see most of you older dudes (and dudettes) get past rooms 69, 72 and 77. They're tough! This game is a great challenge, and the perfect mix of skill and strategy. Graphics and music are better than a lot of N.E.S. games. You must avoid Daffy Duck, Wile E. Coyote, etc. to get carrots. Find all (usually 6) and advanced 80 rooms in all with secret twists and turns to discover. Definitely awesome!

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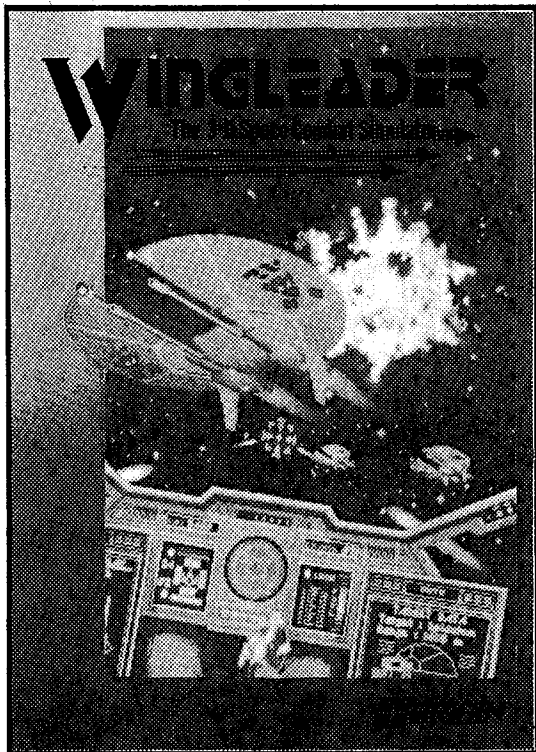
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c/o THE MASTER LINK

Call between 2:00-11:00 p.m. Mon.-Fri. and 11 a.m.-11:30 p.m. Sat. & Sun. Eastern Time.
Collect calls cannot be accepted.

WINGLEADER™

THE 3-D SPACE COMBAT SIMULATOR



Product Fact Sheet

Category	Action-Arcade/Flight Simulator
Publisher	ORIGIN™
Author	Chris Roberts
Compatibility	IBM/Tandy/100% Compatibles VGA/MCGA, EGA, and Tandy Graphics
Medium	Seven 5.25" disks or four 3.5" disks
Interface	Keyboard, optional mouse or joystick (Joystick recommended)
Memory	640K

Description

In the 27th century, mankind is locked in a deadly war with the Kilrathi, a vicious, militaristic alien race. Leading the fight are the daring pilots of the Terran Confederation, meeting Kilrathi warships in their fast, well-armed one-man starfighters. With his faithful wingman flying by his side, the fearless **Wingleader**™ battles with Kilrathi aces in heated deepspace dogfights for the future of humanity!

ORIGIN's exciting 3-D space combat simulator, **Wingleader**™, was created by Chris Roberts, the author of the ORIGIN hits **Bad Blood**™ and **Times of Lore**™. Bringing all the excitement of starfighter combat to the personal computer, **Wingleader**™ puts the player in the middle of starship action inspired by the classic space battle films seen in theaters.

Features

- Experience PANAVIEW™, the cutting-edge 3-D technology, which employs highly-detailed, ray-traced, bit-mapped images modelled in breath-taking 256-color VGA graphics!
- Pilot four *different* starfighters—Hornet, Scimitar, Rapier and Raptor—each with its own flight characteristics, armament, and graphics!
- Hit the Kilrathi enemy with all the power of a high-tech starfighter. Make split-second decisions between weapons including heat-seeking missiles, neutron-cannon, and the deadly-intelligent Friend-or-Foe missile!
- Tangle with the enemy starfighters, controlled by the advanced **Wingleader**™ artificial intelligence. See them perform incredible acrobatic maneuvers—barrel rolls, Immelmann turns, split Y's—as they close in for the kill!
- Fly with your trusted wingman, a skilled pilot in his own right. He'll be there to cover your tail when the going gets rough!
- Star in the **Wingleader**™ movie experience! Cinematic animated sequences bring alive launching, docking, and life aboard a starfighter carrier.
- Lead the CSS **Tiger's Claw** to victory or defeat in the **Wingleader**™ campaign! Undertake mission after mission as the Kilrathi war unfolds, earning commendations, promotions, and better starfighters. Your performance directly affects the direction of the campaign.
- Feel the power of the fully-orchestrated, *stereo* soundtrack, which is constantly changing to reflect the action on screen! The professionally-composed score was designed to take full advantage of state-of-the-art soundboards like the AdLib, Soundblaster, Roland MT-32, LAPC-1 and Tandy 3-Voice.
- **Wingleader**™ . . . Nothing on Earth comes close!

Support Materials: Playbook, Reference Card

Retail Price: \$59.95

Target Audience: Players seeking the excitement of a realistic, cinematic 3-D flight simulator.

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To Order: Visit your local retailer or Call 1-800-999-4939 8am to 5pm Central Time for Visa/MC orders; or send check or money order (U.S.\$) to ORIGIN. Shipping is FREE via UPS. Allow 1-2 weeks for delivery: ORIGIN Systems, Inc., P.O. Box 161750, Austin Texas 78716

WHY I HATE MEGA MAN

ANOTHER SPECIAL REPORT
BY SHAWN "THE SHREDDER" DUMAS

Ok, everyone has a time where they lose a 1-up to some irretreable place, but not as much as the one day the Master Link and I did. It all started in the Bombman stage, I had reached the part with beaks over a spiked pit. Upon defeating the beaks, a 1-up appeared and fell into the pit... lost forever. Little did I know that this was to be the start of one long day.

Next, in the Cutman stage, another wonderful beak was carrying a 1-up, but it was in a position so that when it was shot, the 1-up fell down into a bottomless pit. Twice in one night, this was starting to annoy me! Now it gets worse... the Elecman stage. This time, Master Link took a turn. While climbing a large ladder, he shot an enemy and a 1-up fell into a bottomless pit. Then, later on, a similar thing happened while climbing smaller ladders and avoiding electric beams. And as the 1-up was falling, it almost looked like it was frowning at us. We both agreed that this was not a good sign. Last and worst, at the halfway point of the Fireman stage, I had shot a flying fireball and a 1-up appeared and fell in the lava. But what's worse another feindish flame hit me, knocked me off the bridge, and allowed me to join the 1-up in the lava. So next time you play Mega Man, and have a 1-up fall into some miserable place, consider yourself the unlucky finder of a new breed of 1-up... from HELL!

NOTES + NOTICES

YET ANOTHER ULTIMA has been conquered: IV: Quest of the Avatar. Three down (I, IV, Exodus), four to go! (II, III, V, VI) Prediction: V is next!

VIDIOTS, IN AN EFFORT to expand the newsletter, we're now includein g the Top 100 each month, as well as the monthly Top 20.

ADDITIONAL NOTE: Because of some copyright, Wingleader's name has been changed to Wing Commander.

GAMES OF THE MONTH: SEPTEMBER 1990
Video: Final Fight by Capcom
Computer: The Mask of the Sun
by Broderbund

SILK WORM

ARCADE VERSION BY TECMO
by Tony "The Master Link" Morse

This is a confusing game to review. It is half good, half rotten. Basically, Silk Worm is an action, shoot-'em-up type military game. But there's a catch: you control either a jeep which makes the game seem like the world's biggest rip-off of Moon Patrol, or a chopper which makes the game interesting, but a slight rip-off of Choplifter. Either way, the controls are pretty realistic: confusing. Graphics and sound are very good, also. But there is a lack of audible music. Don't get me wrong, Silk Worm is not a bad game. But let's not expect to see it at the Game of the Year awards.

THIS MONTH'S TOP 20...

1. T.M.N.T.-ARCADE GAME
2. FINAL FANTASY
3. ULTIMA V
4. ULTIMA IV
5. TWIN EAGLE
6. ULTIMA VI
7. NINJA GAIDEN II
8. LOOM
9. ULTIMA: EXODUS
10. T.M.N.T.(NES VERSION)
11. ASTYANAX
12. WING COMMANDER
13. SHADOWGATE
14. WRESTLE WAR
15. NINJA GAIDEN
16. RIVER CITY RANSOM
17. RESCUE RANGERS
18. THE SAVAGE EMPIRE
19. THE LEGEND OF ZELDA
20. SUPER MARIO BROS. 3

THE VIDIOTS HONOR ROLL

TONY MORSE	UL	FINISHED
TONY MORSE	FF	FINISHED
JOSH SILSBY	FF	FINISHED
SHAWN DUMAS	TM	FINISHED
SHAWN DUMAS	UE	FINISHED
TONY MORSE	BB	FINISHED
TONY MORSE	QX	208,269
TODD GOULD	AX	FINISHED WITHOUT INVINCIBILITY OR STAGE SELECT

UL = Ultima IV: Quest of the Avatar
FF = Final Fantasy
TM = Teenage Mutant Ninja Turtles (N.E.S. Version)
UE = Ultima: Exodus
BB = The Bugs Bunny Crazy Castle
QX = Qix
AX = Astyanax

QIX

GAME BOY VERSION BY NINTENDO
by Tony "The Master Link" Morse

First of all, it's pronounced Kicks. Second of all, it's old. Thrid, it's rad. Lack of color (on Game Boy) is its only fault. Claim up to 75 % of enemy territory while the Qix, a moving, swirling, shape-changing configuration of video lines, tries to stop you. Sparx patrol the borders of the territories, where you're immune to the Qix. Upper levels feature twin Qix, and "splitting the Qix" earns mega bonus points. Quick tip: Form borders with Fast Draw and fill in the remaining space with Slow Draw. You'll claim the entire block in Slow for double points. Get this game.\$19.95

The Current Top 100...[T= This Month, L= Last Month]

T	L	
1	1	THE LEGEND OF ZELDA
2	2	MEGA MAN II
3	3	ZELDA II- ADV. OF LINK
4	4	GUZZLER
5	5	NINJA GAIDEN
6	6	METROID
7	7	ULTIMA V
8	8	DOUBLE DRAGON
9	9	ULTIMA: EXODUS
10	10	SUPER MARIO BROS.

T	L	
11	11	KING'S QUEST IV
12	12	SUPER MARIO BROS. 2
13	13	ARCADE T.M.N.T.
14	14	MEGA MAN
15	15	EXODUS: ULTIMA III
16	16	N.E.S. T.M.N.T.
17	17	DRAGON WARRIOR
18	18	ELEVATOR ACTION
19	19	TIGER-HELI
20	20	JACKAL
21	21	MIKE TYSON'S PUNCH-OUT!!
22	22	MIGHT AND MAGIC BOOK TWO
23	23	GOLDEN AXE
24	24	RAMPAGE
25	25	TETRIS
26	26	SUPER MARIO BROS. 3
27	27	LEATHER GODDESSES OF PHOBOS
28	28	SLALOM
29	29	DOUBLE DRAGON II: THE REVENGE
30	30	R.C. PRO-AM
31	31	BARD'S TALE III: THIEF OF FATE
32	32	KID ICARUS
33	33	PLAYCHOICE-10
34	39	ULTIMA IV: QUEST OF THE AVATAR
35	34	SUPER PITFALL
36	35	MARIO BROS.
37	36	WIZARDS & WARRIORS
38	37	SHINOBI
39	38	MARBLE MADNESS
40	40	ARCHON II
41	41	GRDAIUS
42	42	BASES LOADED
43	56	NINJA GAIDEN II: SWORD OF CHAOS
44	43	ULTIMA I: FIRST AGE OF DARKNESS
45	48	ASTYANAX
46	47	SHADOWGATE
47	44	CROSSBOW
48	45	PICK-AXE PETE
49	46	METAL GEAR
50	95	FINAL FIGHT
51	49	CRYSTAL CASTLES
52	50	JUNO FIRST
53	51	KID NIKI
54	52	MACH RIDER
55	53	PRO WRESTLING

T	L	
56	54	TOURNAMENT ARKANOID
57	55	DONKEY KONG
58	57	DONKEY KONG JR.
59	58	GAUNTLET II
60	78	FINAL FANTASY
61	59	BLASTER MASTER
62	60	STRIDER
63	61	CASTLEVANIA
64	62	DEMOLITION DERBY
65	63	PAC-MAN
66	64	GUN.SMOKE
67	65	ULTIMA II: REVENGE OF ENCHANTRESS
68	66	CONTRA
69	67	ZORK ZERO: THE REVENGE OF MEGABOZ
70	68	THE ADVENTURES OF BAYOU BILLY
71	69	TOP GUN: THE SECOND MISSION
72	70	ALTERED BEAST
73	71	BLADES OF STEEL
74	72	AFTER BURNER
75	73	KING'S QUEST III:TO HIER IS HUMAN
76	74	SOLOMON'S KEY
77	75	WILLOW
78	76	ALIENS: THE COMPUTER GAME
79	77	BARD'S TALE I
80	79	GYROMITE
81	80	H.E.R.O.
82	81	HARDBALL!
83	82	INFIDEL
84	83	KARATEKA
85	84	OPERATION WOLF
86	85	RYGAR
87	86	THE MAIN EVENT
88	NR	THE MASK OF THE SUN
89	87	TRINITY
90	88	WIZARDRY V:HEART OF THE MAELSTROM
91	89	LIFE FORCE
92	90	SUPER 'C'
93	91	BASEBALL STARS
94	92	R.B.I. BASEBALL
95	93	RUSH 'N ATTACK
96	94	SPACE QUEST III
97	96	GAUNTLET
98	97	STATIONFALL
99	98	1942
100	99	ARKANOID

The Vidiots' SCOREBOARD

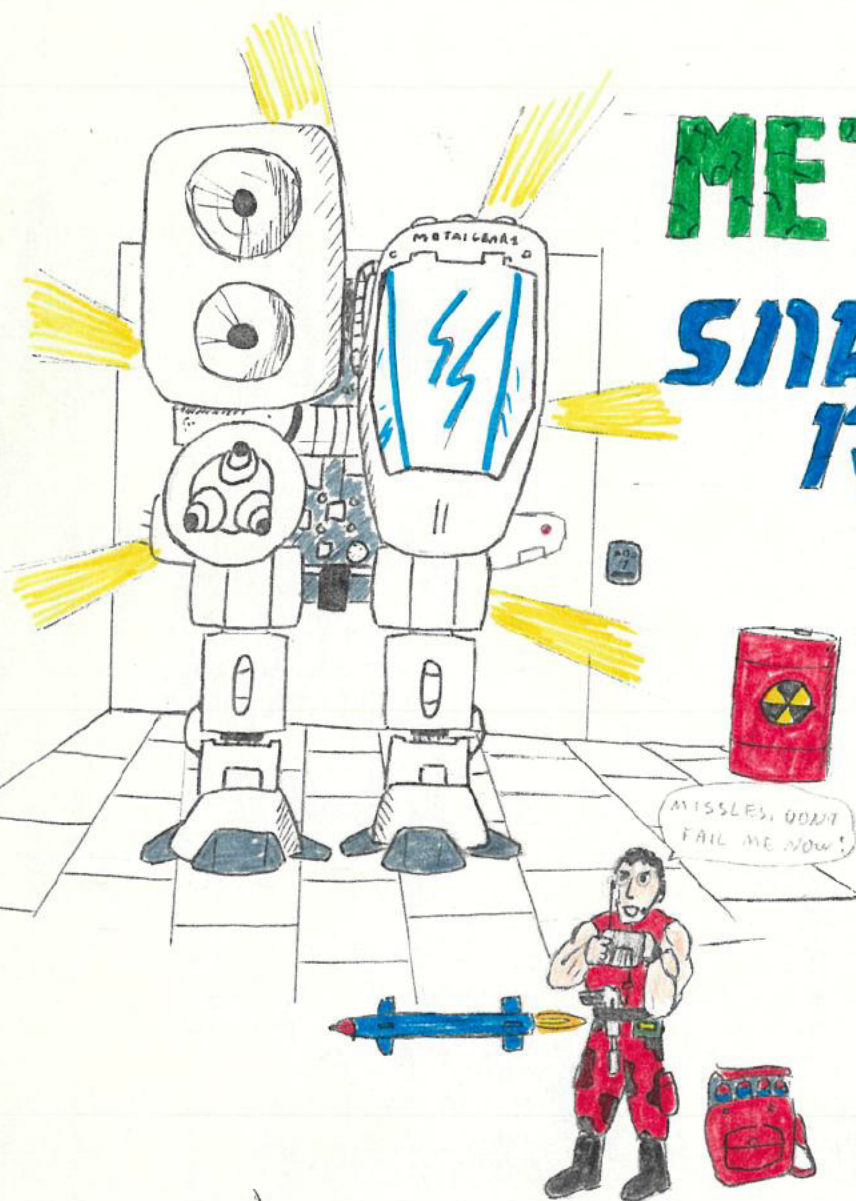
A MONTHLY PUBLICATION BY THE VIDIOTS

Volume Six Number Four

Issue 29

METAL GEAR II

SHAKE'S REVENGE



IN THIS ISSUE
Double Dragon
for GAME BOY

Also: The Worlds of
Ultima Series: the
SAVAGE EMPIRE!

"THE VIDIOTS' SCOREBOARD"

Volume Six Number Four Issue 29
November 1990

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Welcome to Issue 29, Vidiots. Where are all the new games? Rumors abound that the 2nd N.E.S. Ultima, Quest of the Avatar will be out anytime from now through possibly November. Also, The Ultima Prediction was wrong, III recently fell. Rumors also tell of an earlier-than-expected release of N.E.S. Arcade I.M.N.T. And this month we've got a preview of the new Origin "Worlds of Ultima" series for you. Finally, EXTRA GIGANTIC SIZED MULTIPLE AMOUNTS OF THANKS go out to Donna Whitaker for sending me a copy of "The Official Book of Ultima," personally autographed by Lord British. Until next we meet, I remain:

Tony "The Master Link" Morse
Tony "The Master Link" Morse,
Vidiots' President & reigning demi-god

CABAL N.E.S. VERSION

by Aaron "King Lorick" Fossor
The arcade favorite has come home to your NES. Simultaneous two player action makes this simple game even easier. Four stages each with four areas and a boss at the end. You start the game with 30 grenades and unlimited ammo. There are 3 different guns. However, you can only keep your weapon in the area you're in. The object is to destroy enough enemies to fill the damage indicator at the bottom of the screen. Killing enemies sometimes gives you extra grenades. You start the game with 5 men and 3 continues. When you finish an area you do a stupid dance to the horizon. Bosses are easy, except you can't tell when you hit them. Easy!

BURGERTIME

N.E.S. VERSION BY DATA EAST
by Tony "The Master Link" Morse

Another classic arcade games finds its way into the homes of NES owners. This great arcade game depicts the story of chef Peter Pepper as he tries frantically to make his hamburger orders while avoiding the evil Food Foes: Mr. Hot Dog, Mr. Pickle, and Mr. Egg. However, this is Data East. They all but ruined this game. Characters are micro-sized without any distinguishable characteristics. Lack of detail is everywhere. Also, the music has been reduced to stupid beeps and basic computer notes. Until Data East recognizes the power of the NES, their games won't reflect it.

NINJA WARRIORS

ARCADE VERSION BY ROMSTAR
by Tony "The Master Link" Morse

This is one strange looking video game. Three-way screen split; only the middle one is clearly visible (the other two are shadowy) with a reversed middle screen below it. You are a female ninja (of all things) that cannot be recognized as female until you notice the Madonna-like frontal attire. (I'm trying to put it nicely.) You have limited weaponry, lousy control, and why would two-player simultaneous help? It's just a gimmick for this game. Although the graphics are very decent, the sound/music is senseless, and the game lacks detail. Avoid this game at all times!

STREET FIGHTER

ARCADE VERSION BY SNK
by Tony "The Master Link" Morse

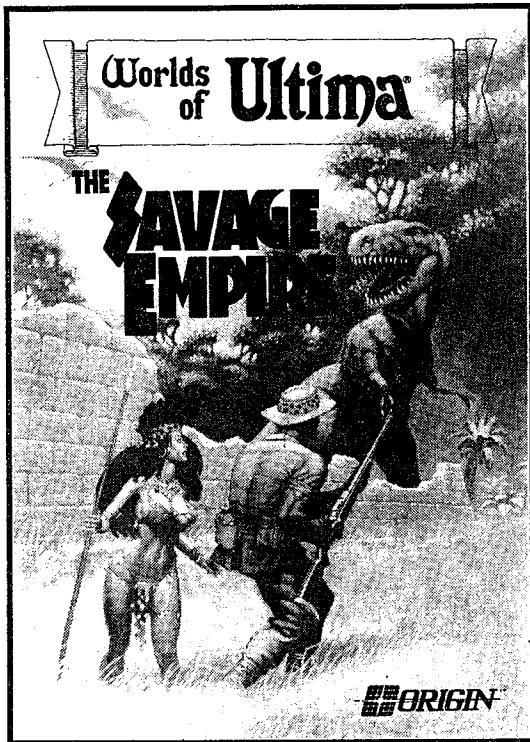
Yes, there is yet another Double Dragon ripoff. This one is almost a wrestling/boxing game. An opponent challenges you to a fight in the streets. You can perform some great Ninja and wrestling moves (even pile drivers!) The crowd is just a scroll of the same people over and over, even though they're realistic (and occasionally humorous). The graphics are what is now basic- moderate realism, bright colors, in other words, good, but nothing new or special. Sound effects are different, but they work. Overall, this game is OK, not great, but if you like Double Dragon, try it.

SEND YOUR ARTICLES, SCORES, AND TOP 5 TO:

VIDIOTS' SCOREBOARD
c/o THE MASTER LINK

Call between 2:00-11:00 p.m. Mon.-Fri. and 11 a.m.-11:30 p.m. Sat. & Sun. Eastern Time. Collect calls cannot be accepted.

LORD BRITISH PRESENTS...
WORLDS OF ULTIMA: THE SAVAGE EMPIRE™



Product Fact Sheet

Category:	Fantasy Role-Playing
Publisher:	ORIGIN™
Authors:	Aaron Allston & Stephen Beeman, with Richard "Lord British" Garriott
Compatibility:	IBM/Tandy/100% compatibles
Medium:	Six 5.25" disks or three 3.5" disks
Interface:	Keyboard or mouse
Memory:	640K (540K required free in main RAM)

Description

The award-winning, world-renowned *Ultima*® saga continues! Lord British calls you to be a hero once again, but this time, not in the familiar realm of Britannia. Instead, your moonstone takes you to a mysterious lost world where dinosaurs still rule. Together with your modern-day companions, Professor Rafkin and ace reporter Jimmy Malone, you uncover the mysteries of the Savage Empire. Who is the tyrannical high priest with knowledge of your world? Where is Aiela, the beautiful jungle princess who has captured your heart? Who built the spectacular underground city, with wonders beyond human ken? Why is this entire land frozen in time and what must you do to save it?

The Savage Empire is the first in the *Worlds of Ultima* series, featuring the same spectacular VGA graphics, sound support, point-and-click interface, and sophisticated world simulation technology found in *Ultima VI: The False Prophet*. But the *Worlds of Ultima* series takes you out of the swords and sorcery realm of Britannia and into exciting new worlds of science fiction, historic exploration, two-fisted adventure, and even time travel. All of time and space, past and future, fact and fiction, are yours to explore in the *Worlds of Ultima* series.

Features

- The award-winning *Ultima* role-playing system.
- An exciting new world, filled with dinosaurs, stone-age tribes, mad scientists, alien races, steamy jungles, and lost cities.
- Dozens of interesting characters, with unique personalities and sophisticated interactive conversations.
- Easy to use point-and-click interface.
- Spectacular art and animation in 256-color VGA graphics.
- Full-length soundtrack, including support for Roland, AdLib, Game Blaster, and Tandy soundboards.

Support Materials: Full-Color map, Adventure Manual, Reference card

Retail Price: \$59.95

Target Audience: Fantasy role-playing enthusiasts, seasoned and novice gamers.

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To Order: Visit your local retailer or Call 1-800-999-4939 8am to 5pm Central Time for Visa/MC orders; or send check or money order (U.S.\$) to ORIGIN. Shipping is FREE via UPS. Allow 1-2 weeks for delivery: ORIGIN Systems, Inc., P.O. Box 161750, Austin Texas 78716

Metal Gear II: SNAKE'S REVENGE

N.E.S. VERSION BY ULTRA
by Aaron "King Lorick" Fossler

You may be saying, "Is this sequel better than the original?" Well, it's hard to say. Some things improved, some stayed the same, some got worse. Graphics have improved some, however, instead of being a totally awesome dude in green camouflage, you now look like an enlarged version of player two in Contra. Solid Snake still has no face. Your transceiver has improved. You don't have to tune in the person you want to call, you just pick the name of the person. Jennifer is still a part of the game. Gameplay is basically the same (still 8 key cards). This time they start you with a hand gun and an ACME official combat knife. New items have been added- like a power arm, to move boulders, boots to walk over poison nails, a shotgun, claymore mines. Some have been dropped- like the antenna, uniform, cigarettes. Your mission is to infiltrate headquarters and defeat the Metal Gears. Your final goal is to kill the leader of Fortress Fanatic. Easy, right? Wrong!! As if the Metal Gears weren't enough, the leader is the worst. He's easy to kill with remote control to his feet, but when you kill him he turns into a huge cyborg. He says he has no weakness. I've tried everything and can't defeat him. I think he's telling the truth. A real challenge of a game. Get it.

NOTES + NOTICES

NOTE TO EVERYONE: We are so desperate for articles! If you can write, please write us a review... it will be printed and greatly appreciated!

ALSO: The game of the year elections are coming up soon! If you have any nominees to submit in the following categories, please do so: Best Graphics, Best Sound Effects, Best Music/Soundtrack, Best Sequel, Best Ending, Best RPG, and Best Action/Adventure.

AND Ultima IV: Quest of The Avatar has been voted into the Vidiots Hall of Fame.

GAMES OF THE MONTH: OCTOBER 1990

Video: Qix by Nintendo

Computer: Rambo: First Blood Part II

DOUBLE DRAGON

GAME BOY VERSION BY TRADEWEST
by Tony "The Master Link" Morse

I am honestly amazed by this game. It is definately better than the N.E.S. version: better graphics, no stupid move earning, two player simultaneous (with 2 Double Dragon cartridges and a Video Link cable). The music is essentially the same but slowed, and we're talking about Game Boy. The game is incredible, with longer missions, combining the N.E.S. and arcade versions of the game into one superb and challenging Double Dragon. The only difference is that you will have to get used to a slower game pace; that is, the whole game has slowed down. But a small price to pay. \$29.95.

THIS MONTH'S TOP 20...

1. ULTIMA: EXODUS
2. ULTIMA V
3. NINJA GAIDEN
4. FINAL FANTASY
5. EXODUS: ULTIMA III
6. SNAKE'S REVENGE
7. DRAGON WARRIOR
8. QIX
9. MEGA MAN II
10. T.M.N.T.(NES VERSION)
11. ULTIMA IV
12. T.M.N.T-ARCADE GAME
13. METAL GEAR
14. SUPER MARIO BROS. 3
15. ADVENTURE OF LINK
16. TWIN EAGLE
17. ULTIMA VI
18. NINJA GAIDEN II
19. LOOM
20. ASTYANAX

THE VIDIOTS HONOR ROLL

TONY MORSE	UL	FINISHED
SHAWN DUMAS	NG	FINISHED
ALAN GIORGI	CR	FINISHED
NEAL MULCAHY	RR	FINISHED
SHAWN DUMAS	SM	FINISHED W/O
		WARPING
AARON FOSSER	CA	FINISHED

UL = Exodus: Ultima III
NG = Ninja Gaiden
CR = Crystalis
RR = Rescue Rangers
SM = Super Mario Bros. 3
CA = Cabal

1990 VIDEO GAME OF THE YEAR

*** PREVIEW ***

Looking ahead to November, we see the 1990 Games of the Year on the horizon. It looks pretty clear that Teenage Mutant Ninja Turtles- The Arcade Game and Ninja Gaiden II are high on the list- each with 3 projected awards! Here are some previews: They mean nothing, but it's fun to guess. These are based on the votes of the three highest ranking Vidiots.
BEST GRAPHICS: Arcade T.M.N.T.
BEST MUSIC/SOUNDTRACK: Ninja Gaiden II
BEST ACTION/ADVENTURE: Arcade TMNT
BEST ENDING: Ninja Gaiden II
BEST ROLE PLAYING: Final Fantasy
BEST SEQUEL: Ninja Gaiden II
BEST COMPUTER GAME: Ultima IV
BEST OVERALL: Arcade T.M.N.T.

The Current Top 100...[T= This Month, L= Last Month]

T	L	
1	1	THE LEGEND OF ZELDA
2	2	MEGA MAN II
3	3	ZELDA II- ADV. OF LINK
4	5	NINJA GAIDEN
5	4	GUZZLER
6	7	ULTIMA V
7	6	METROID
8	9	ULTIMA: EXODUS
9	8	DOUBLE DRAGON
10	10	SUPER MARIO BROS.

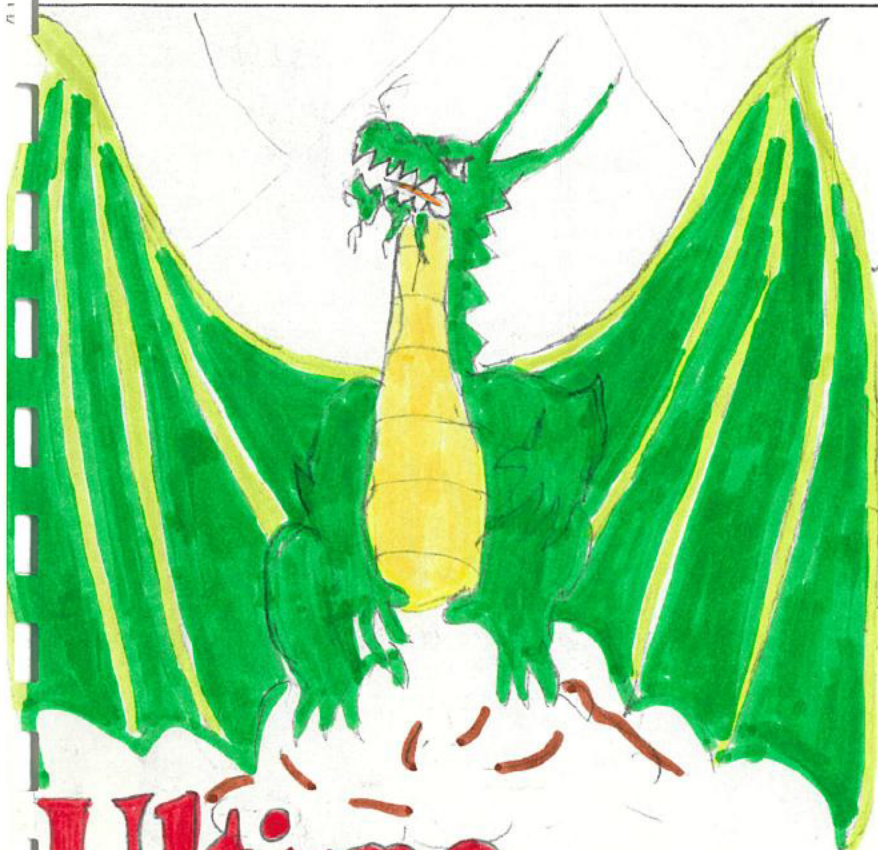
T	L		T	L	
11	11	KING'S QUEST IV	56	55	PRO WRESTLING
12	13	ARCADE T.M.N.T.	57	56	TOURNAMENT ARKANOID
13	12	SUPER MARIO BROS. 2	58	57	DONKEY KONG
14	15	EXODUS: ULTIMA III	59	58	DONKEY KONG JR.
15	14	MEGA MAN	60	59	GAUNTLET II
16	34	ULTIMA IV: QUEST OF THE AVATAR	61	61	BLASTER MASTER
17	16	TEENAGE MUTANT NINJA TURTLES	62	NR	QIX
18	17	DRAGON WARRIOR	63	62	STRIDER
19	18	ELEVATOR ACTION	64	63	CASTLEVANIA
20	19	TIGER-HELI	65	64	DEMOLITION DERBY
21	20	JACKAL	66	65	PAC-MAN
22	21	MIKE TYSON'S PUNCH-OUT!!	67	66	GUN.SMOKE
23	22	NIGHT AND MAGIC BOOK TWO	68	67	ULTIMA II: REVENGE OF ENCHANTRESS
24	23	GOLDEN AXE	69	68	CONTRA
25	24	RAMPAGE	70	69	ZORK ZERO: THE REVENGE OF MEGABOZ
26	25	TETRIS	71	70	THE ADVENTURES OF BAYOU BILLY
27	26	SUPER MARIO BROS. 3	72	71	TOP GUN: THE SECOND MISSION
28	27	LEATHER GODDESSES OF PHOBOS	73	72	ALTERED BEAST
29	28	SLALOM	74	73	BLADES OF STEEL
30	29	DOUBLE DRAGON II: THE REVENGE	75	74	AFTER BURNER
31	30	R.C. PRO AM	76	75	KING'S QUEST III:TO HEIR IS HUMAN
32	31	BARD'S TALE III: THEIF OF FATE	77	76	SOLOMON'S KEY
33	32	KID ICARUS	78	77	WILLOW
34	33	PLAYCHOICE-10	79	78	ALIENS: THE COMPUTER GAME
35	35	SUPER PITFALL	80	79	BARD'S TALE I
36	36	MARIO BROS.	81	80	GYROMITE
37	37	WIZARDS & WARRIORS	82	81	H.E.R.O.
38	38	SHINOBI	83	82	HARDBALL!
39	39	MARBLE MADNESS	84	83	INFIDEL
40	40	ARCHON II	85	84	KARATEKA
41	43	NINJA GAIDEN II	86	85	OPERATION WOLF
42	41	GRADIUS	87	NR	RAMBO: FIRST BLOOD PART II
43	45	ASTYANAX	88	86	RYGAR
44	42	BASES LOADED	89	87	THE MAIN EVENT
45	60	FINAL FANTASY	90	88	THE MASK OF THE SUN
46	49	METAL GEAR	91	89	TRINITY
47	44	ULTIMA I: FIRST AGE OF DARKNESS	92	90	WIZARDRY V:HEART OF THE MAELSTROM
48	46	SHADOWGATE	93	91	LIFE FORCE
49	47	CROSSBOW	94	92	SUPER "C"
50	48	PICK-AXE PETE	95	93	BASEBALL STARS
51	50	FINAL FIGHT	96	94	R.B.I. BASEBALL
52	51	CRYSTAL CASTLES	97	95	RUSH N' ATTACK
53	52	JUNO FIRST	98	96	SPACE QUEST III
54	53	KID NIKI	99	97	GAUNTLET
55	54	MACH RIDER	100	98	STATIONFALL

The Vidiots' SCOREBOARD

A MONTHLY PUBLICATION BY THE VIDIOTS

Volume Six Number Five

Issue 30



Ultima V

Another
Special
Report



Featuring:
T.M.N.T. for GAME BOY
and
Item Quick-Ref Chart
for FINAL FANTASY



"THE VIDIOTS' SCOREBOARD"

Volume Six Number Five Issue 30
December 1990

Produced & Published on Apple IIs computers with The Newsroom © 1987, Springboard Software with additional information from Origin Systems, Inc. © 1990.

Welcome to another very special issue of the Vidiots' Scoreboard. Well, many things have happened over the last month or so, so let's try to sum them up: Ultima V not only became the first game ever to win a Game of the Month award twice, but The Joker and I, after over 2 years, finished it. Now it's on to The False Prophet. Also, this issue marks No. 30, three decades of newsletters. And also, it marks our first 10 page issue! New features include extra artwork and very special info on specific games. Over the next three months, we'll be printing the complete walkthrough of Ultima IV. Then, Dungeon Doom in V! Till Then:

Tony "The Master Link" Morse
Tony "The Master Link" Morse,
Vidiots' President & reigning demi-god

FINAL FANTASY

Item Quick-Ref. Chart

So you don't waste time trying to use everything as an ITEM, here's all the usable ones and what they do.

Heal? - Heal Staff: Casts HEAL
ProRing - Protection Ring: Casts ARUB
Light? - Light Axe: Casts HRM2
Wizard? - Wizard Staff: Casts CONF
Defense - Defense (Sword): Casts RUSE
Mage? - Mage Staff: casts FIR3
Thor's? - Thor's Hammer: Casts LIT2
Heal? - Heal Helmet: Casts HEAL
Bane? - Bane Sword: Casts BANE
White? - White Shirt: Casts INV2
Black? - Black Shirt: Casts ICE2
Also save the Ribbon- it ups Defense

SWORDS AND SERPENT

N.E.S. VERSION BY ACCLAIM
by Tony "The Master Link" Morse

This game is not by Acclaim; it is licensed by Icom Simulations, the licensee of Shadowgate. This game is as good. Enemies are drawn huge, with tremendous 3-D detail and movement. Play control is excellent, to fight, just press A. To cast, press B. Anything else? Press select. Spells are learned when words are found written on walls. This game is a gigantic 16-level dungeon you must quest through. On L16, you will meet the Serpent Of The Dungeon, your nemesis. The only bad points: 1. Music gets annoying. 2. Each game has 5 (yes 5) 16-letter passwords. But get it!

HYDLIDE

N.E.S. VERSION BY FCI
by Tony "The Master Link" Morse

Unfortunately, I have to trash this game. It was the first true role-playing game for the NES, and it shows. Play control is terrible, graphics and music are not at all up to NES standards, and the game simply lacks a logical point. You must run into your enemies with 'A' depressed to attack, and your experience meter fills at a scarily slow rate, and the 'items' you find can not be used. There aren't even weapon and armor types. This game is only good to play if you a role-playing worshipper and have infinite patience and infinite tolerance. Even then you won't like it.

PHANTASY STAR

SEGA MASTER SYS. VERSION BY TONKA
by Jen "Myau" Mulcahy

In this intriguing adventure, Alis seeks to avenge her brother's death by destroying the evil King Lassic, who has wreaked havoc upon the Algol Star System. Beginning on the planet Palma, Alis must find 3 companions to complete her quest: a mighty warrior, Odin; a strange, talking rabbit-cat, Myau; and finally a white mage from the planet Motavia, Noah. Together, the 4 must search these 2 planets and later Dezoris, planet of ice, for items, clues, vehicles, Dragons philosophers, a mad scientist & eventually the dreadful Lassic himself. This game has great graphics & is really challenging. Phantasy Star rules!

SEND YOUR ARTICLES, SCORES, AND TOP 5 TO:

VIDIOTS' SCOREBOARD
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Jonny Morse

ULTIMA IV

Quest of the Avatar

Instead of asking you to seek and slay an Evil Wizard, this sequel challenges you to seek and become an Avatar by developing virtues such as honor and justice and by building up strength and intelligence traits. Your character's class is determined by a Tarot-like card-reading. Then you must recruit seven party members from the towns of Britannia. After you become a partial Avatar in the eight virtues and fulfill other requirements, you'll run the final gauntlet of daemons and balrons in the Stygian Abyss. At the depths of this eight-level maze you'll find the Codex, a fabled volume whose arcana enables you to become a true Avatar.

DEPICTED FROM AN AERIAL VIEW where an icon represents the party, Britannia's terrain is sharply illustrated and sixteen times larger than in *Ultima III*. You'll find an assortment of ways to get around this vast landscape: horses, boats, teleportation gates and even a balloon. The dungeons—eight of them, each eight levels deep—are seen from a first-person view, and various tools minimize mapping. Sound effects and music are outstanding in versions for the Commodore, 16-bit machines and Apples with a Mockingboard.

THE MAGIC SYSTEM, which involves mixing reagents to prepare spells, is the most authentic seen in such a game. Combat occurs in an arena where each character is crisply animated and individually controlled in tactically oriented battles. The depth of character interaction, in which you talk to townspeople for clues, is unparalleled in role-playing games, utilizing a mini-parser that enables you to converse on a number of topics. The game system alone makes *Ultima IV* a pleasure to play, but its emphasis on developing virtues in addition to traits adds a new dimension to fantasy role-playing.

The Walkthrough

Character Creation

There is a way to determine your character's class. When the gypsy asks you to choose one of the virtues—Honesty, Compassion, Valor, Justice, Sacrifice, Honor, Spirituality, Humility—over another, the higher virtue appears on the left as choice A. The eight classes—Mage, Bard, Fighter, Druid, Tinker, Paladin, Ranger, Shepherd—correspond to the virtues in this manner: If you choose all A answers, you'll be a Mage; seven A and then a B will make you a Bard, and so on. The Bard, with his sling, and the Mage, with spellcasting ability, begin with distinct advantages. The size of monster parties on the surface is based on the size of your group, so unless you enjoy lots of large-scale battles, don't enlist any party members (except maybe a Mage) until you've become an Avatar.

from Donna @ Origin

Character Development

Half the game is devoted to developing the virtues. (See the dungeon section for the secret to building strength and other traits.) Hawkwind, in Lord British's castle, will inform you of your progress. (Or press control-s: The numbers match the order of the virtues listed above, and a 99 means you're ready for elevation.) Talk to everyone you meet. Actions are also important, and improper actions will cost you points. To earn Honesty points, never steal, pay less than a shop's quoted price or lie. The trick question is "Have you never lied?", whose correct answer is "No." For Compassion, give one piece of gold to beggars. Valor is attained by victorious combat, but don't attack non-evil creatures or you'll lose justice and honor points. And if you attack them while they're fleeing you'll lose honor. (It's ok to fight them if they attack.) Never flee from combat unless in mortal danger, or you'll lose valor. Honor is attained by not cheating in shops and by finding the runes, stone, bell, book and candle. Give blood when a healer asks for donations to earn Sacrifice points. You gain a few Spirituality points each time you talk to Hawkwind. For Humility, always say no when asked if you're proud of something or the best at anything—unless asked if you are the *most* humble.

THE MOON GATES

Each gate has three phases, which can be determined by the three-part cycle of the moons. The first number below refers to the gate as you enter it, the last three to your destination.

Gate	Vicinity	Activation	Lat.	Long.	1st	2nd	3rd
1	Moonglow	New Moon	I' F"	O' A"	1	2	3
2	Britain	Crescent Waxing	G' G"	G' A"	4	5	6
3	Jhelom	1st Quarter	O' A"	C' G"	7	8	1
4	Yew	Gibbous Waxing	C' F"	D' C"	2	3	4
5	Minoc	Full Moon	B' D"	K' G"	shrine	6	7
6	Trinsic	Gibbous Waning	M' C"	G' I"	8	1	2
7	Skara Brae	Last Quarter	H' O"	B' H"	3	4	5
8	Magincia	Crescent Waning	K' H"	L' L"	6	7	8

Combat and Magic

Prepare lots of spells and carry some extra reagents. Missile weapons like slings are especially valuable. If you step back instead of advancing toward monsters in the combat arena, they will often move into firing line. You can outrun them on a horse. One effective combat tactic is to line your crew into two columns. See the Virtues section on Valor, Justice and Honor for other combat tips. Some spells aren't revealed in the manual: Gate travel (a f h), Undead (a c), Resurrect (a b c d e h).

The Quest Begins

The first stage of this solution is from the viewpoint of a Mage. To follow it with another class, use the Moon Gates to reach Moonglow. Search the chest next to Mariah for the rune of *ipoffuz*. Don't buy any magic herbs if just starting out. Instead, visit the Lycaenum on the northwest coast. Ask the baron about the word and he'll say *wfs*, part of the Word of Passage. Enter the Moon Gate west of Moonglow during a New Moon and search for the stone of humility. Enter during the next New Moon and go to Britannia.

The Secrets of Lord British's Castle

Go east in the castle, open the door and find the

white dot in the north wall. These mark secret doors. Go north to the dot leading east; outside you'll find Joshua and a riddle. Reenter the passage and go north into the northeast castle rampart. Go west to meet Shawn for tips on humility. A ladder in this rampart leads to the second level and the prison and a secret door leads west to behind the castle and a ladder to the dungeon Hythloth. A Healer is due south of the first secret door. On the west side of the castle you'll find Hawkwind through the first door after moving south. Go north and east through the door just south of the ladder. Search in the *mpxfis sjhu dpsofs* for the rune of *tqjsjuvbmjuz*. Head upstairs to meet Lord British, who will heal you if asked about health and you say "no." He'll also promote you to higher levels when you've earned it.

Britain and Paws

Buy a sling. At the end of the long hall north of the Inn, search for the rune of *dpriqbtjpo*. Enter the secret door in the Healer's and ask Julio about nature for honesty points. Keep the sea in sight while moving south. Cross the two bridges going east and enter Paws. Buy a horse. South of the stables, just below the stablehand, search for the rune of *ivlmjuz*. The Herb Shoppe is behind a secret door in the armory.

The Bloody Plains and Mandrake Root

You need 900 gold for your next major purchase, so kill lots of monsters on the way to Lord British's castle. Get healed and head east from Moon Gate 2, crossing the bridge and moving east until you see mountains to the north. Go north, passing the eastern bridge, and circle Lock Lake. Southeast of the lake you'll spy a pass through the foothills that leads east and exits into the Bloody Plains to the northeast. To find Mandrake Root, stand on the single square of swamp and search during a New Moon. Go due east through a small mountain pass that leads north and you'll find Vesper on the south coast.

Vesper

Don't enter without 900 gold. Then visit the Guild and ask about ^{ITEM D} ~~jufn e~~. Use it to get your bearings; most of the sites listed in the charts use employ these coordinates. You can also pick up humility points in Vesper, whose walls are lined with secret doors.

On the Road Again

Head back to Lord British, yelling at the horse to hurry if you're seriously wounded. After checking with him and Hawkwind you're ready to travel the land and build up your character by earning 99 points in each virtue and acquiring the runes and mantras needed to enter the shrines. Complete this for all virtues and you'll have attained Partial Avatarhood. First go to Paws and stock up on ginseng and garlic, then use the Moon Gates and the sextant to reach the following locations for the necessary items or information. Later you can raise lots of gold by finding the mystic armor and weapons; sell them and return for more, and repeat until rich. Ships won't appear till later in the game, and Jhelom or Skara Brae are good places to find one.

VILLAGES, TOWNS AND CASTLES

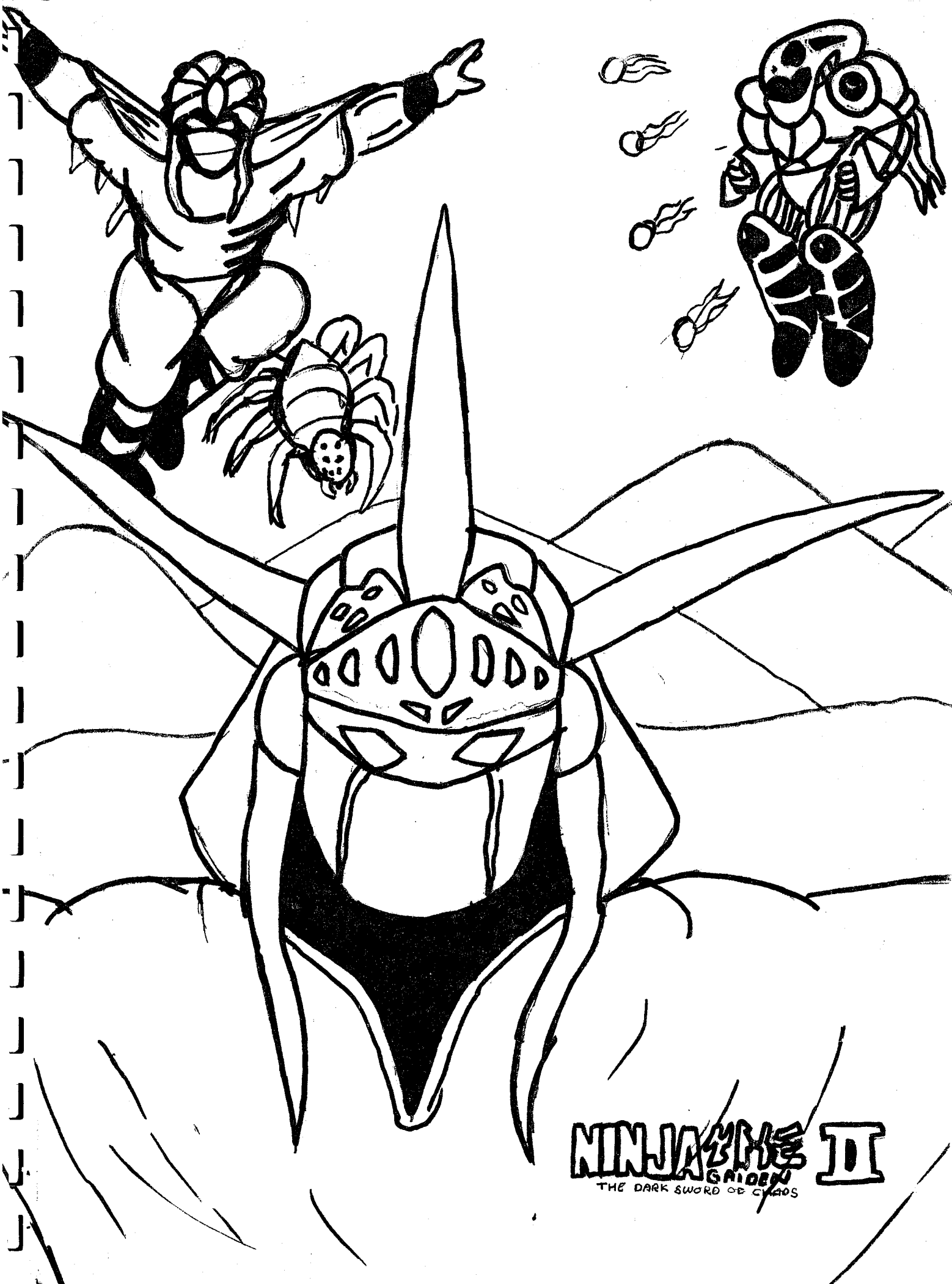
Name	Lat.	Long.	Items of Interest	SYLLABLE
Lycaenum	G' L"	N' K"	cppl pg usvui, gjstu tzmmbcmf	BOOK OF TRUTH, FIRST SYLLABLE
Empath Abbey	D' C"	B' M"	nztujd bsnps, tfdpoe tzmmbcmf	MYSTIC ARMOR, SECOND SYLLABLE
Serpent's Hold	P' B"	J' C"	nztujd xfbqpot, third tzmmbcmf	MYSTIC WEAPONS, THIRD SYLLABLE
Skara Brae	I' A"	B' G"	cheap food, tips on shrines and stones	
Magincia	K' J"	L' L"	hints on humility	
Cove	F' K"	I' I"	dboemf pg mpwf	CANDLE OF LOVE
Vesper	D' L"	M' J"	Thieves Guild	
Buccaneers Den	J' O"	I' I"	Thieves Guild, magic weapons	
Britannia	G' L"	F' G"	rune of tqjsjuvbmjuz	PICTURATI
Moonglow	I' H"	O' I"	rune of ipoftuz	HONESTY
Britain	G' K"	F' C"	rune of dpnqbtjpo	COMPASSION
Jhelom	N' O"	C' E"	rune of wbmbs, magic bsnps	VALOR, ARMOR
Yew	C' L"	D' K"	rune of kvtujdf	JUSTICE
Minoc	B' E"	J' P"	rune of tbdsgjdf, magic xfbqpot	SACRIFICE, WEAPONS
Trinsic	L' I"	G' K"	rune of ipops	HONOR
Paws	J' B"	G' C"	rune of ivnjmjuz, horses	HUMILITY

Other Runes are found in: ^{MINOC} Njopd (Sacrifice), ^{BRITANNIA} Csjuboojb (Spirituality), and ^{PAWS} Qbxt (Humility). People will tell you where to find them. The only tricky one is Valor: At Lord Robert in Jhelom, go south and west through secret doors and search in ^{SOUTHEAST} tpvufbtu rampart.

THE SHRINES

Shrine	Lat.	Long.	Mantra	Axiom
Honesty	E' C"	O' J"	binAHM	j I
Compassion	F' M"	I' A"	nv MU	o N
Valor	O' F"	C' E"	sb RA	g F
Justice	A' L"	E' J"	cfi BSH	j I
Sacrifice	C' N"	M' N"	cbl BAH	o N
Honor	M' P"	F' B"	tvnnSDMM	j I
Spirituality	B' D"	K' G"	pnOM	u T
Humility	N' I"	O' H"	mvn LUM	z Y

You need a boat to reach ^{HONESTY} ipoftuz, ^{VALOR} wbmbs and ^{HUMILITY} ivnjmjuz; the ^{SILVER HORN} tjmwfs ipso is needed for the latter, which is approached from M' A", O' H" by boat.



NINJA GUY II
THE DARK SWORD OF CHAOS

*** SPECIAL REPORT ***
 THE RESCUE OF LORD BRITISH AND THE
 UNSEATING OF BLACKTHORN IN
ULTIMA V

Warriors of Destiny

It began at 1:00 p.m. October 13, 1990. The Joker and I sat in front of the portal to Britannia, my fingers poised over the keyboard of the Occult. Lo and behold, a magical blink discovered for us the Shard of Cowardice. A Moonstone and trip to Serpent's Hold later, the doom of the Shadowlord Nosfentor was wrought. A journey through Dungeon Shame and a flight east found us inside the Darkness of Doom. Using the Amulet to guide us, we yelled VERAMOCOR and entered. Maps guided us... Using An Tym scrolls, we entered a room of Dragons, Daemons, and Sand Traps. The quick and effective slaying of the lead sand trap with the Glass Sword revealed for us the exit to Level 8. Alas, time restarted. With the crown no longer being worn, players were quickly possessed and eventually slain. Gwenno, the sole survivor, escaped into the next room. Luckily, another An Tym scroll saved her from falling prey to Sea Serpents. Soon after, the Grav Flam spell and another helpful Glass Sword guided us past Sharks and Wisps. In the final room, Daemons and Mongbats challenged us, but the discovery of a loophole in the force field allowed us to use the Sceptre then Morning Star to slowly but effectively kill them. A pit trap led down, and then... victory.

NOTES + NOTICES

SPECIAL PREVIEW: With the recent acquirement of Ultima VI: The False Prophet, next month we'll have a special issue celebrating the 10th Anniversary of the Ultima Series.

GAMES OF THE MONTH: NOVEMBER 1990
 Video: Mercs by Capcom
 Computer: Ultima V by Origin Systems

COVER ACKNOWLEDGEMENTS: Issue 26 (Ninja Gaiden II): Josh "Ryu" Silsby, Issue 27 (Final Fantasy): Shawn "The Shredder" Dumas, Issue 28 (Mega Man): Shawn "The Shredder" Dumas, Issue 29 (Snake's Revenge): Aaron "King Lorik" Fossier, Issue 30 (Ultima VI): Shawn "The Shredder" Dumas.

TEENAGE MUTANT NINJA TURTLES: FALL OF THE FOOT CLAN

GAME BOY VERSION BY ULTRA
 by Tony "The Master Link" Morse

This is a Game Boy version of arcade TMNT, essentially. The point is: it's better than the NES version. It plays the TMNT theme song, the turtles are drawn with incredible detail, and the enemies, including Baxter Stockman as the fly, are drawn even better. In a very interesting twist, Shredder is not the last boss; Krang is. There is a built in cheat: you can start at any stage, but you will only see the ending if you start as Stage 1. You have to get this game if you are a Game Boy owning TMNT fan. That is a direct order from Master Link.

THIS MONTH'S TOP 20...

1. T.M.N.T.—ARCADE GAME
2. PHANTASY STAR
3. MERCS
4. SNAKE'S REVENGE
5. SUPER MARIO BROS. 3
6. ADVENTURE OF LINK
7. ULTIMA V
8. NINJA GAIDEN II
9. FINAL FANTASY
10. WEIRD DREAMS
11. WILLOW
12. Q*BERT
13. ULTIMA: EXODUS
14. BEAST
15. MEGA MAN II
16. BURGERTIME
17. MEGA MAN
18. TWIN EAGLE
19. Y'S
20. NINJA GAIDEN

THE VIDIOTS HONOR ROLL

TONY MORSE & TODD GOULD	UL	FINISHED
AARON FOSSER	FF	FINISHED
SHAWN DUMAS	NG	FINISHED
SHAWN DUMAS	NW	FINISHED W/O USING ANY MIND STRENGTH

UL = Ultima V: Warriors of Destiny
 FF = Final Fantasy
 NG = Ninja Gaiden II: The Dark Sword of Chaos
 NW = Ninja Gaiden

SWORD OF SODANAMIGA VERS.

by Neal "Mega Man" Mulcahy
 This action-adventure game for the Commodore Amiga has such tubular sound, graphics and play control. In Sword of Sodan there are 8 levels of play that are filled with mega powerful monsters and decayed def-ormites. First crash the city gates of 1503 and plunder through it. Then through the forest, the Graves, the castle dungeon... then up and up to The Evil Wizard! You'll need to be like me to get past him! I beat him the 13th or 14th time I tried; this guy is so hard; when he gets mad, he kicks butt. He goes from timid sparks to thunderous bolts of lightning! You have to this if you have an Amiga! It goes for about \$50.00. It is awesome!

The Current Top 100...[T= This Month, L= Last Month]

T	L	
1	1	THE LEGEND OF ZELDA
2	6	ULTIMA V
3	2	MEGA MAN II
4	3	ZELDA II- ADV. OF LINK
5	4	NINJA GAIDEN
6	5	GUZZLER
7	7	METROID
8	8	ULTIMA: EXODUS
9	9	DOUBLE DRAGON
10	10	SUPER MARIO BROS.

T	L		T	L	
11	11	KING'S QUEST IV	56	56	PRO WRESTLING
12	12	ARCADE T.M.N.T.	57	56	TOURNAMENT ARKANOID
13	13	SUPER MARIO BROS. 2	58	57	DONKEY KONG
14	15	MEGA MAN	59	58	DONKEY KONG JR.
15	14	EXODUS: ULTIMA III	60	59	GAUNTLET II
16	16	ULTIMA IV: QUEST OF THE AVATAR	61	NR	MERCS
17	17	TEENAGE MUTANT NINJA TURTLES	62	61	BLASTER MASTER
18	18	DRAGON WARRIOR	63	62	QIX
19	19	ELEVATOR ACTION	64	63	STRIDER
20	20	TIGER-HELI	65	78	WILLOW
21	21	JACKAL	66	64	CASTLEVANIA
22	22	MIKE TYSON'S PUNCH-OUT!!	67	65	DEMOLITION DERBY
23	23	MIGHT AND MAGIC BOOK TWO	68	66	PAC-MAN
24	27	SUPER MARIO BROS. 3	69	67	GUN.SMOKE
25	24	GOLDEN AXE	70	68	ULTIMA II: REVENGE OF ENCHANTRESS
26	25	RAMPAGE	71	69	CONTRA
27	26	TETRIS	72	70	ZORK ZERO: THE REVENGE OF MEGABOZ
28	28	LEATHER GODDESSES OF PHOBOS	73	71	THE ADVENTURES OF BAYOU BILLY
29	29	SLALOM	74	72	TOP GUN: THE SECOND MISSION
30	30	DOUBLE DRAGON II: THE REVENGE	75	73	ALTERED BEAST
31	31	R.C. PRO AM	76	74	BLADES OF STEEL
32	32	BARD'S TALE III: THEIF OF FATE	77	75	AFTER BURNER
33	33	KID ICARUS	78	76	KING'S QUEST III:TO HEIR IS HUMAN
34	34	PLAYCHOICE-10	79	136	METAL GEAR II: SNAKE'S REVENGE
35	35	SUPER PITFALL	80	77	SOLOMON'S KEY
36	36	MARIO BROS.	81	142	PHANTASY STAR
37	37	WIZARDS & WARRIORS	82	79	ALIENS: THE COMPUTER GAME
38	41	NINJA GAIDEN II	83	80	BARD'S TALE I
39	38	SHINOBI	84	81	GYROMITE
40	42	FINAL FANTASY	85	82	H.E.R.O.
41	39	MARBLE MADNESS	86	83	HARDBALL!
42	40	ARCHON II	87	84	INFIDEL
43	42	GRADIUS	88	85	KARATEKA
44	43	ASTYANAX	89	86	OPERATION WOLF
45	44	BASES LOADED	90	87	RAMBO: FIRST BLOOD PART II
46	46	METAL GEAR	91	88	RYGAR
47	47	ULTIMA I: FIRST AGE OF DARKNESS	92	89	THE MAIN EVENT
48	48	SHADOWGATE	93	90	THE MASK OF THE SUN
49	49	CROSSBOW	94	91	TRINITY
50	50	PICK-AXE PETE	95	92	WIZARDRY V:HEART OF THE MAELSTROM
51	51	FINAL FIGHT	96	93	LIFE FORCE
52	52	CRYSTAL CASTLES	97	94	SUPER "C"
53	53	JUNO FIRST	98	95	BASEBALL STARS
54	54	KID NIKI	99	96	R.B.I. BASEBALL
55	55	MACH RIDER	100	97	RUSH 'N ATTACK

MEGA MAN II

